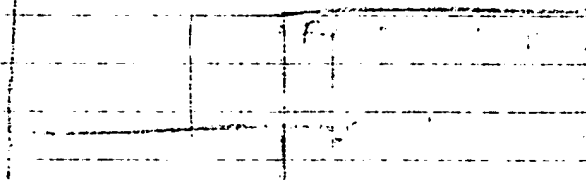


FIG. 1



112

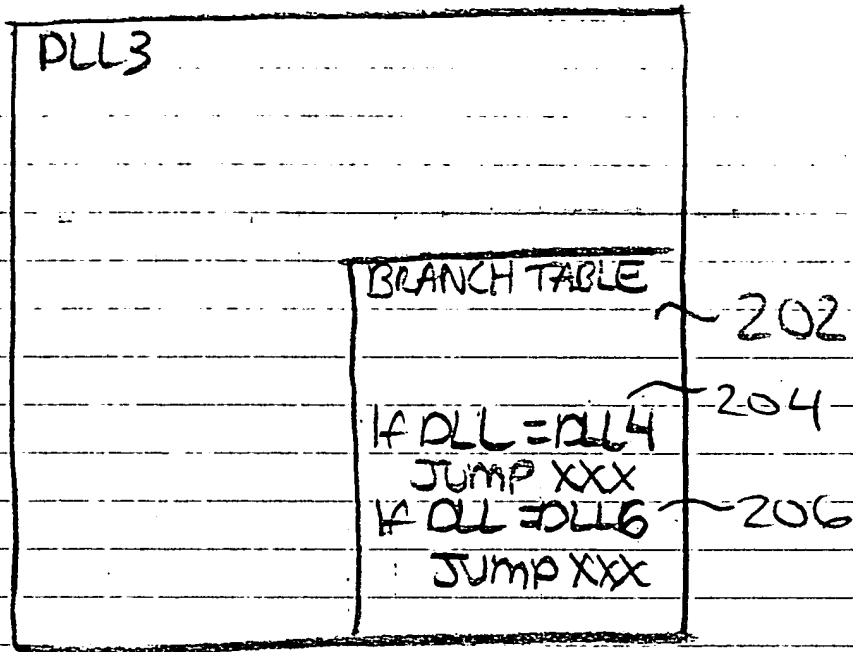


FIG. 2A

112

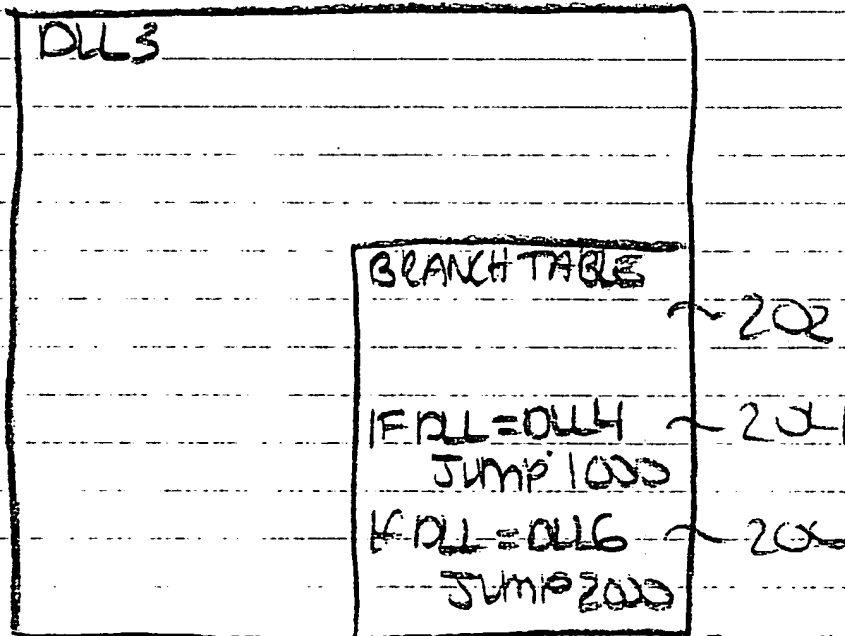


FIG. 2B

Interface
Manager ~302

Determine configuration of
hardware interface
where the configuration
corresponds to a set of
DLLs to be executed to
complete the configuration ~304

Compare the configuration
against a set of rules
that specify a hierarchical
order in which the set of DLLs
are to be executed in
relation to one another ~306

Obtain the set of DLLs
and the hierarchical order ~308

Load the set of DLLs
(e.g., in reverse order) ~310

Build a chain connecting
the set of DLLs such
that the set of DLLs
will automatically
execute in the hierarchical
order ~312

FIG. 3

312

Build
Chain

402

Obtain a DLL that has
been loaded

404

Is the
DLL to execute
a child DLL?

406

N

Y

Obtain a branch table
associated with the DLL
(e.g., located within the
DLL)

408

Create an entry in the
branch table

410

Update a branch location in
the entry to identify an
entry point of the child DLL

412

FIG. 4

more
children

414

more
DLLs?

416

418

Associate one of the DLLs with the
hardware interface to identify a starting
point for execution upon occurrence of an interrupt

Chain walker
executes
chain ~502

Receive hardware
interrupt ~504

Ascertain starting point
for execution of a DLL
in a chain of DLLs ~506

Begin execution at
the starting point ~508

When execution of the
DLL is completed,
branch to the entry
point identified by
one of the entries
in the branch table
of the DLL (e.g.,
parameter passed) ~510

Execute child DLL
identified by the one of
the entries in the branch table ~512

End
of chain? ~514

DONE ~516

FIG. 5

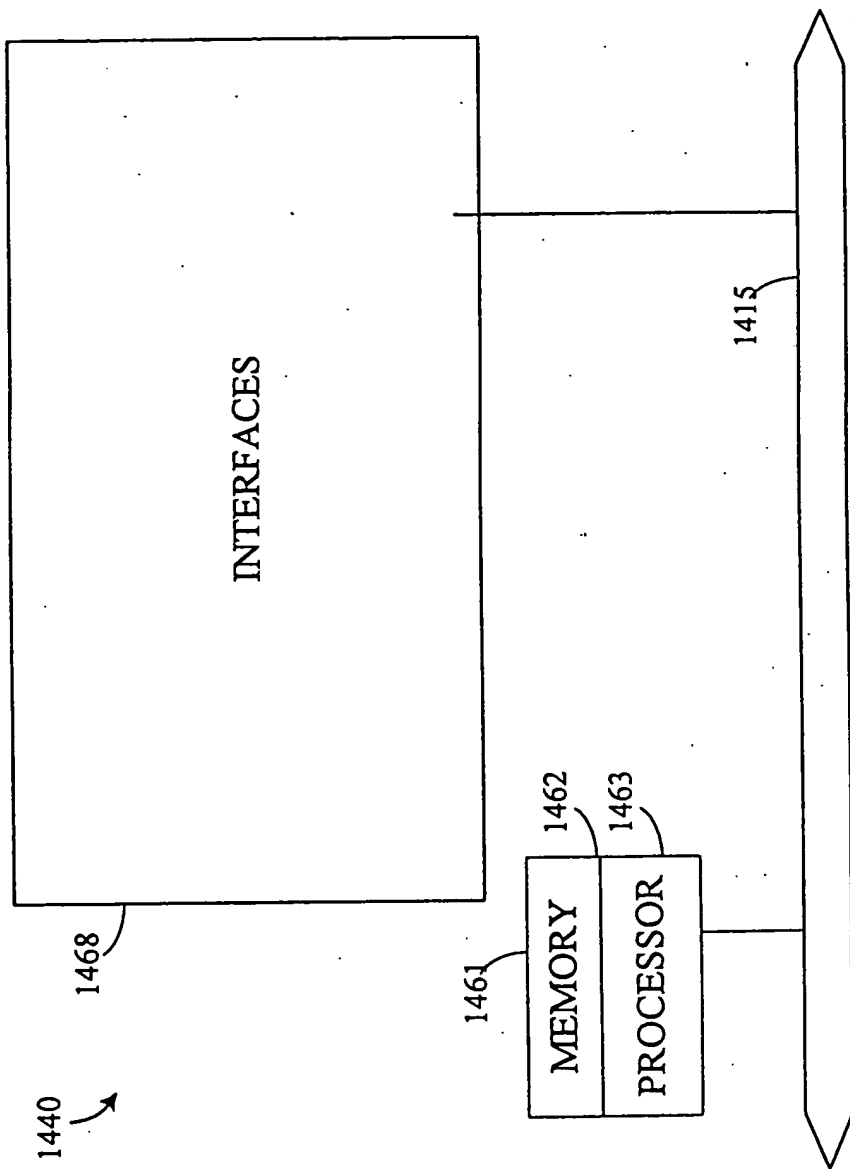


Figure 6